USER GUIDE

DUKE NUKEM™ 3D

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REQUIREMENTS & INSTALLATION

SYSTEM REQUIREMENTS

Minimum: An IBM® or 100% compatible 486 with 8 Mb RAM, a VGA graphics card, 30 Mb free space on a hard disk drive, and a CD-ROM drive.

Recommended: A 486 DX2/66 (Pentium™ required for SVGA modes) with 16 Mb RAM, VGA local bus video, 30 Mb free space on a hard disk drive, CD-ROM drive, and a sound card.

Supported Input Devices: Joystick, mouse, GamePad™, Cyberman™, and Space Player™.

Supported Graphics: VGA and SVGA.

Supported Sound Devices: Gravis UltraSound™, Sound Blaster/Pro/16/AWE32™, SoundMan16™, Pro Audio Spectrum™, SoundScape™, WaveBlaster™, Sound Canvas™, Adlib™, Disney Sound Source™ and General MIDI.

INSTALLATION

To play **Duke Nukem 3D**, you must first install the game. The program's installation utility will place all of the necessary files onto your hard drive. To install the game:

1. Place the CD into the CD-ROM drive. Type the letter of the drive followed by a colon and press the ENTER key. Example: D:<ENTER>.
2. Type INSTALL and press the ENTER key.
3. Follow the instructions in the installation program.
4. After installation is complete, type SETUP and press ENTER to configure the game for your computer.
5. Once the setup is complete, select the "Save and Launch **Duke Nukem 3D**" option from the setup program to play the game. To run the game from the DOS prompt, type DUKE3D and press the ENTER key.

Note: This is a DOS-only game. **Duke Nukem 3D** is not designed to run error-free within the Windows™ or Win95™ operating systems. It is advisable to boot into DOS before playing.

GETTING STARTED

To start a game of **Duke Nukem 3D**, first run **SETUP** to configure sound, video, and controls. Then, go to your **Duke Nukem 3D** game directory and type **DUKE3D**. Once at the Main Menu, select "New Game" to start a game. If you want to learn how to start a multi-player game, please see the section of this manual titled "DukeMatch Choices" (on page 14).

DUKE'S MISSION

Murderous aliens have landed in Los Angeles, and the human race suddenly finds itself atop the endangered species list. Now, it's up to Duke Nukem to stop the onslaught against Earth, by doing what he does best — KICKING ALIEN ASS!

MAIN MENU

After setting up the game and launching **Duke Nukem 3D**, the Main Menu will appear. From the Main Menu, you can play a new game, restore a previously saved game, and configure the game to the way you prefer. To access each selection, use the arrow keys or your input device to move the Nuke Symbol by the desired option and press the ENTER key. At any time, you may press the ESC key to move back to the previous menu.

Options Screen

Main Menu

NEW GAME

Once you've selected "New Game", you will be prompted for the name of the episode you wish to play:

SELECT AN EPISODE - Choose from three different episodes:

"L.A. MELTDOWN"	**EPISODE 1**
"LUNAR APOCALYPSE"	**EPISODE 2**
"SHRAPNEL CITY"	**EPISODE 3**

DIFFICULTY LEVEL - Choose from four difficulty levels:

"PIECE OF CAKE"	**EASY -** Few enemies, and lots of stuff.
"LET'S ROCK"	**MEDIUM -** Normal difficulty.
"COME GET SOME"	**HARD -** For experienced players.
"DAMN I'M GOOD"	**EXPERTS -** Lots of enemies, plus they respawn!

Note: At anytime while playing the game, press the F1 key for a list of hot keys and their use and the game's story.

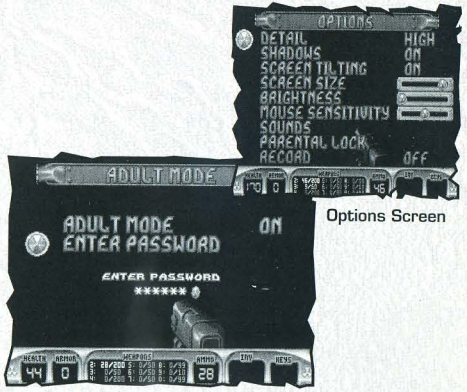
SAVE GAME **(Press F2 during game play)**

You can save your game anywhere in a level. If you have not started a game, this option will be dimmed, and not selectable. Your saved game is stored with a picture of where you were. Select a saved game slot, type in a name or description of the game to be saved, and press the ENTER key.

Save Game

OPTIONS

Under the **Options Menu**, there are nine selections. Most are self explanatory.



Options Screen

Parental Lock

DETAIL: High\Low
SHADOWS: On\Off
SCREEN TILTING: On\Off
SCREEN SIZE: Adjust
BRIGHTNESS: Adjust
MOUSE SENSITIVITY: Adjust
SOUNDS:
- **Sound: On\Off**
- **Music: On\Off**
- **Sound: Volume Adjust**
- **Music: Volume Adjust**
- **Duke Talk: On\Off**
- **Ambience: On\Off**
- **Flip Stereo: On\Off**

PARENTAL LOCK

This option is strongly advised for the parents of younger gamers. By placing a Parental Lock on Duke, the strong violence and adult themes are for the most part not displayed in the game. Once a password is entered, you cannot select "Adult Mode" without entering that password.

RECORD: On/Off (This option allows you to record a demo of the game.)

LOAD GAME **(Press F3 during game play)**

You can resume a previously saved game with this option. When loading a saved game, select the game you wish to continue, and then press the ENTER key.

RECORDING DEMOS

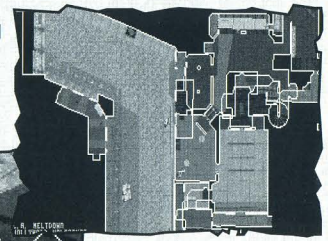
It's cool to record and playback your Duke Nukem play sessions, and pass them around to your friends. From the Options Menu, select "RECORD ON" before starting a game. Or, from DOS type DUKE3D /L# /V# /R to record a specific level (see Cheats section). When you select "RECORD OFF", quit, or die, the recording will end and be saved to disk as DEMO1.DMO. You can rename the demo for passing around, but it must be in the game directory as DEMO#.DMO to be seen when you run DUKE3D. To restore the original demos that come with the game, delete all .DMO files in the game directory.

2D AUTOMAP **(Press the TAB key during game play)**

The 2D Automap can be used to help Duke find his way. By pressing the TAB key, a top down view of the areas where Duke has been will be displayed. Also displayed is a top down picture of Duke.

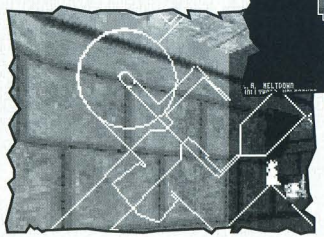
Press the **TAB** key once to display a top down outline view of the automap over the game screen. In this mode, you can use the automap while still viewing the 3D action around Duke.

Press the **TAB** key again to display a top down textured view. In this mode, the map is textured and sometimes more helpful for navigating your surroundings. In this mode, you cannot view the 3D action around Duke.



Map One Episode One

Press the F key to activate "Map Follow Mode" in order to view the entire map. You can zoom in and out in the automap by pressing the "**+**" key to enlarge the map and press the "**-**" key to reduce the map.



2D Automap

WEAPONS AND AMMO

There are many weapons Duke Nukem can have in his arsenal. Pressing the number of the weapon (using the top row of your keyboard) during game play will activate that weapon, unless you don't have it or have run out of ammo for it. Each weapon has its own type of ammo.

MIGHTY FOOT - (Press "1" to select.) Use this when Duke needs to do a little ass kicking.

PISTOL - (Press "2" to select.) This is an automatic pistol which does normal damage.
Ammo: Packs found in the game have 12 rounds and you can carry a maximum of 200 rounds.

SHOTGUN - (Press "3" to select.) This shotgun packs a far more powerful blast than the pistol.
Ammo: Packs found in the game have 10 shells and you can carry a maximum of 50 shells.

RIPPER - (Press "4" to select.) This rapid fire chaingun is a good weapon for dispersing several enemies at once.
Ammo: Packs found in the game have 50 rounds and you can carry a maximum of 200 rounds.

ROCKET PROPELLED GRENADE - (Press "5" to select.) The rocket launched weapon is great for dealing with enemies from a distance. When the rocket hits, it explodes with enough force to affect anything right around it, Duke included, so beware.
Ammo: Packs found in the game have 5 rockets and you can carry a maximum of 50 rockets.

PIPE BOMBS - (Press "6" to select.) To toss a bomb, press FIRE. The longer the FIRE button is held, the farther the bomb will go. After tossing the bomb, the thumb-activated detonator will appear. To blow up the bomb, just press FIRE again. To detonate more than one pipe bomb at once, throw the first one, press "6" again, then throw another.
Ammo: Packs found in the game have 5 bombs and you can carry a maximum of 50 pipe bombs.

SHRINKER - (Press "7" to select.) This slick weapon will shrink your enemies to pint-sized for several seconds. During that time, Duke can stomp and squish the shrunken foes by walking on top of them.
Ammo: Crystals found in the game have 5 shots and you can carry a maximum of 50 shots.

DEVASTATOR - (Press "8" to select.) Straight out of the Pentagon's top secret labs comes this double barreled brute of a weapon which lets loose swarms of miniature stinger missiles in the direction of your enemies.
Ammo: Packs found in the game have 50 rockets and you can carry a maximum of 99 rockets.

TRIPBOMB - (Press "9" to select.) Another strategic weapon which you place on flat walled surfaces. After a 2 second delay, a bright red laser beam is emitted across to the opposite wall. Crossing the beam sets off a powerful directional blast. Perfect for setting devious traps and barriers.
Ammo: Found in single units only and you can carry a maximum of 10 units.

FREEZER - (Press "0" to select.) Streams of freezing nitrogen discharge through the environment as this weapon chills its victim down to the point of death and ultimate crystallization. Once an enemy is frozen, you'll have only a few seconds to shatter him beyond the point of recovery.
Note: If an enemy is frozen and you can get next to him, Duke will auto-kick to shatter him.
Ammo: Each box of ammo contains 50 shots, and you can carry a maximum of 99 shots.

POWERUPS, ITEMS AND KEYS

The world of **Duke Nukem 3D** is littered with an array of items that help Duke accomplish his mission. Some items are utilized the instant they are touched, other items are put in Duke's inventory for later use. Inventory items may be used by either pressing their hotkey or by using the inventory selection interface which involves using the bracket keys ([ ]) and status panel to scroll through the available list.

HEALTH ITEMS

SMALL MEDKIT - This item gives Duke an instant boost of 10 health points. It will not take Duke's health over 100 points.

LARGE MEDKIT - This item gives Duke an instant boost of 30 health points. It will not take Duke's health over 100 points.

ATOMIC HEALTH - This prized health item will instantly boost Duke's health by 50 health points, and may take Duke's health as high as 200 points.

ARMOR - When this item is worn, Duke will suffer less damage from attacks. Armor eventually wears out and needs replacing.

INVENTORY ITEMS

PORTABLE MEDKIT - (Press "M" to activate.) Take health with you and use it as needed. The medkit holds 100 health points which can be applied to Duke's health at anytime. It will not take Duke's health over 100 points.

JETPACK - (Press "J" to turn on\off.) Duke's government-issue jetpack is one of his greatest tools, whether in mortal conflict against raging aliens or in personal grudge matches in DukeMatch. Turn it on, then use the jump and crouch keys to raise and lower yourself.

NIGHT VISION GOGGLES - (Press "N" to turn on\off.) Flip `em on and your view takes on a bright greenish hue — and your opponents will glow like neon bull's-eyes. Battery life is limited on this item, so use only when needed.

STEROIDS - (Press "R" to activate.) This performance booster pumps up Duke's adrenaline glands, making him move with blinding speed and enables him to deliver strong kicks. Like most medications, once ingested `roids must play-out until finished — you cannot turn them off. So use them only when you're ready, and hang on tight.

PROTECTIVE BOOTS - Once worn, this high tech footwear will automatically protect Duke when he's standing on toxic, hot, or otherwise harmful surfaces. They have only a limited wear cycle before they burn up, so always keep your eyes open for replacements.

SCUBA GEAR - Duke can hold his breath a long time, but not long enough to fully explore some underwater areas he will encounter. Scuba gear will automatically feed Duke with life-sustaining air while he is swimming in the murky depths. Especially useful in prolonged multiplay DukeMatches, scuba gear should be grabbed whenever possible.

HOLODUKE - (Press "H" to turn on\off.) It took the tech labs 8 years to perfect this clever device, but now Duke can fool his enemies by projecting a holographic duplicate of himself which they'll fall for over and over again. In DukeMatch, the HoloDuke is the source of great deception and trap setting. The HoloDuke can be turned off and placed elsewhere as long as its battery life holds out.

KEYCARDS - Doors into certain areas of the world will be protected by color-coded Keycard Security Locks, requiring Duke to present the appropriately colored matching key card at time of entry. Press the SPACEBAR when standing in front of the lock, and the appropriate keycard will be utilized.

ENEMIES AND CHARACTERS

Here are some of the enemies that Duke Nukem will encounter during the game:

ASSAULT TROOPER - The green suited Assault Trooper is the basic alien ground assault trooper sent by the ruthless alien leaders to serve as the first offensive wave against Earth's defenses. They attack using a laser pistol, and can attack from the air by using jetpacks. When these characters are killed, they will sometimes drop pistol ammunition that you can take and use.

ASSAULT CAPTAIN - The red suited Assault Captains have a wrist-mounted Phase Induced Teleporter Device (PITD) capable of physically translocating its user to any destination within the device's range. Used as a tactical assault instrument, the PITD enables the Assault Captain to launch surprise attacks against his intended human targets at will. They will also sometimes drop pistol ammunition that you can take and use.

PIG COP - The Pig Cops come from mutated Earth police forces and are positioned to suppress residual human opposition and to police the new alien power on Earth. These characters exhibit an extremely high intolerance to the presence of humans, and are filled with rage when they detect human scent. When killed, this character may drop either their shotgun or body armor.

RECON PATROL VEHICLE - This sleek and deadly anti-gravity powered reconnaissance vehicle is operated by specially trained Pig Cops for the purpose of maintaining alien control in areas of human resistance. The attack mode of this craft is aerial strafing by side mounted laser cannons. The pilots of these craft are protected by an automatic pilot ejection mechanism that activates milliseconds before impact during a crash.

OCTABRAIN - This character's abundant brain mass and specialized trifocal vision combine to make the Octabrain a formidable alien weapon against all sentient life on Earth. Their method of attack is a powerful blast of mental energy released against its prey, thus weakening and confusing its intended victim. If the victim doesn't die from the mind blast, the Octabrain's powerful razor sharp teeth are ready to finish the job.

PROTOZOID SLIMER - It emerges from its egg pod with a simple nervous system and only one mission in life — to suck your brains out through your nose and leave you a lifeless heap on the floor. The Protozoid Slimer is evasive as it stretches its elastic body from ceiling to floor, and then creeps up your pant leg for the coup de gras. Get them before they get you.

SENTRY DRONE - Mechanized death — there's no better way to describe these airborne alien watchdogs. By the time you hear their high pitched whine as they engage their anti-grav propulsion units, it's probably too late. The Drone will swiftly collide with its target and explode with great force.

ENFORCER - With ripper blazing, the armored Enforcer can make fast business of dispatching any remaining human opposition. Powerful hind legs enable the Enforcer to leap to many places where an unsuspecting Duke may be caught off guard... so beware. The Enforcer may drop either ripper ammo or his armored breastplate when killed.

ASSAULT COMMANDER - The free-floating Assault Commander knows how to throw his weight around as he engages his anti-grav spin-deck in your face. When at greater distances, he fires deadly rockets from his rear port which dangles below his anti-grav spin-deck. The Assault Commander may drop a supply of rockets when killed.

THE STATUS BAR

During game play, the status bar at the bottom of the screen reveals plenty of info. Here is a description of all the items in the status bar, from left to right:

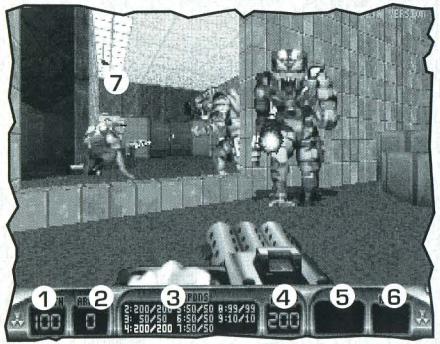
HEALTH - Shows Duke's health level. If this drops to zero, you're dead.

ARMOR - Shows the percentage of Duke's armor that is left.

WEAPONS - Shows the status of Duke's weapons. (For each weapon, there is a two part number. The first set of numbers are the amount of ammo you have for that weapon, the second set is the maximum amount of ammo possible for that weapon.) If the numbers are brightly lit, it is the currently selected weapon. If it is of medium brightness, it means you have the weapon, but it is not currently selected. If it is dark, it means you have not found that weapon yet.

AMMO - Shows the amount of ammo left for the currently selected weapon.

INVENTORY - Shows the percentage and status (if applicable) of the currently selected inventory item. To change the currently selected item, use either the "[" or "]" keys.



Status Bar

KEYS - Shows the keys currently in your possession. Keys are required to unlock certain doors in the game. Once you have used a key to unlock a door, the key used no longer appears in this window.

1- Health
2- Armor
3- Weapons
4- Ammo
5- Inventory
6- Keys
7- Cool! Duke's reflection

HINTS

Here are some hints regarding useful objects that Duke Nukem will encounter during the game:

EXIT SYMBOL - (Press SPACEBAR near the symbol to exit.) Find this symbol to exit the level and then, nuke the mother.

CANISTERS - Exploding barrels and canisters are located in strategic areas within the game. Shoot them and watch-out!

TELEPORTERS - Just walk through these state-of-the-art doorways and then find yourself in a different part of the level.

WATER - Duke can make small health gains by drinking deeply from such sources as water fountains, broken fire hydrants, and broken toilets.

MONITORS AND CAMERAS - (Press SPACEBAR to use.) Cameras are placed throughout the level. Walk up to a monitor and press the SPACEBAR to scroll through the views of each camera available to that monitor.

VENTS - You can crawl through vents where you will often find powerups and other helpful items. Just blast a hole through it and jump into the vent.

CRACKS IN WALLS - Look for secret areas that are sometimes hidden behind cracked walls. Use an explosive weapon to open a hole in the wall.

THE BABES - If for some *sick* reason you shoot these hot vixens, look out! This causes some really PO'ed aliens to spawn around you.

DUKEMATCH CHOICES

You have not really experienced **Duke Nukem 3D** in its fullest until you play a DukeMatch game. There is nothing more challenging than playing against another human character,
and the thrill of hunting them down like dogs cannot be overstated. This section will get you started with playing DukeMatch games over your network or modem. This manual does not provide us with space enough to do anything more than cover the high points, so please run DN3DHELP.EXE for more detailed information.

NETWORK GAMES

1. Run SETUP.EXE and select the menu option "Network Game".
2. Select the number of players (1-8), leave the socket number at "default" (unless you have problems), and select a "Player Name" if you like.
3. Select the "Launch Duke Nukem 3D" menu item under the "Network Game" menu.
4. The game will "look" for all the players and start.

MODEM GAMES

1. Run SETUP.EXE and select the menu option "Modem Game".
2. Select whether you will "Wait for Call" or "Dial your opponent".
3. Select "Setup COM Port" and select which COM port your modem uses. Leave the other options as they are for now, unless you experience problems.
4. Under "Setup Modem", choose your modem type. (NOTE: The default ATZ string will work in most cases. Try it first).
5. Under "Player Name", select a name for yourself if you like.
6. If you are the "caller", you will need to setup a phone number under "Phone Number List".
7. Select the "Launch Duke Nukem 3D" menu item under the "Modem Game" menu.
8. The modem initialization will begin, followed by **Duke Nukem 3D**.

SERIAL GAMES

1. Run SETUP.EXE and select the menu option "Serial Game".
2. Select "Setup COM Port" and select which COM port you want to use. Leave the other options as they are for now, unless you experience problems.
3. Under "Player Name", select a name for yourself if you like.
4. Select the "Launch Duke Nukem 3D" menu item under the "Serial Game" menu.
5. The serial initialization will begin, followed by Duke Nukem 3D.

REMOTERIDICULE™

RemoteRidicule is used to "taunt" your opponent(s) during DukeMatch. By pressing ALT F1-F10 during play, your opponents will hear your taunts. These sounds come from a file called DUKE3D.RTS. You can select which RTS file to use during play in the SETUP program. We have included software on the CD that will allow you to create your own RTS files.

SENDING MESSAGES

You will need to "chat" with your opponents while playing DukeMatch. You can do so by pressing "T" during play, then typing a message to them. It's a good way to laugh at their pitiful play, or suggest a new level to try. Say what you want, we're not the FCC.

DUKE NUKEM 3D
MULTIPLAYER TOTALS
1
2
4
NAME 1 2 3 4 5 6 7 KILLS
1 PEPE LEPEW 0 0 0 1 0 0 2
2 KONG 1 1 0 1 2 0 0 3
3 ALSATAN 1 6 4 15 14 2 4 38
4 DARK 2 3 5 1 11 3 1 24
5 GREGORIFIC 4 5 2 7 3 2 1 19
6 SLO MO 0 1 0 3 5 1 0 8
7 LEVELORD 0 0 0 0 0 0 0 0
3
DEATHS 8 16 12 28 36 8 6
PRESS ANY KEY TO CONTINUE

Kill Count Screen

1- List of DukeMatch players.

2- Total number of kills each player scored.

3- Total number of times each player was killed.

4- Record of individual kills by each player, including how many times each player killed himself.

CONTROLLING THE ACTION

You can play **Duke Nukem 3D** by using a joystick, mouse, GamePad™, or the keyboard. The following outlines the default player input actions and the functions they control:

MOUSE

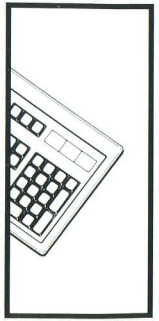
Button 1	Fires the selected weapon
Button 2	Walk forward
Button 3	Strafe

JOYSTICK

Movement	Direction
Button 1	Fires the selected weapon
Button 2	Walk forward
Button 3	Strafe

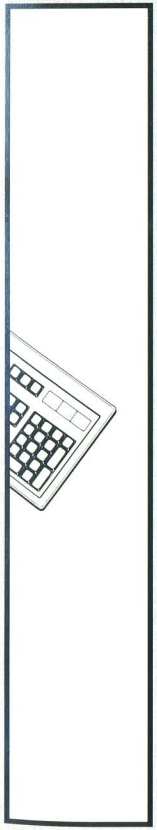
GAMEPAD

Movement	Direction
Button 1	Fires the selected weapon
Button 2	Walk forward
Button 3	Use items or open doors
Button 4	Strafe



KEYBOARD

Arrows	Movement
Spacebar	Use items or open doors
Tab	2D map modes
Shift + Arrow	Run in direction of arrow key
Caps Lock	Auto run
Alt + Arrow	Strafe in direction of arrow key
Ctrl	Fire current weapon
A	Jump
Z	Crouch
Backspace	180° Turn
[or]	Select inventory item
Enter	Use current inventory item



KEYBOARD

H	Use HoloDuke	(if owned)
J	Use Jetpack	(if owned)
N	Use Night Vision	(if owned)
M	Use Medkit	(if owned)
R	Use Steroids	(if owned)
#'s 1-0	Weapons selection	
; or '	Previous weapon or next weapon	
Scroll Lock	Holster weapon	
Keypad 5	Center view	
Home\End	Aim up\Aim down	
PgUp\PgDn	Look up\Look down	
Ins\Del	Peek left\Peek right	
Pause	Pause game (hold **Shift** to avoid message)	
ESC	Escape back to Main Menu	
F1	Help and game story	
F2	Save game	
F3	Load game	
F4	Sound\Music settings	
F5	Jukebox	
F6	Quick save	
F7	Chase view	
F8	Toggle messages On\Off	
F9	Quick load	
F10	Quit to DOS	
F11	Brightness	
F12	Take a PCX screen shot	

Comm-bat Options for DukeMatch play

Alt + F1-F10	RemoteRidicule using preset sounds
Shift + F1-F10	Send pre-defined Macro Messages
T	Type a message to everyone
W	Show opponent's weapon
K	See Co-Op view

LIMITED 90-DAY WARRANTY

3D Realms warrants to the original purchaser of this computer software product that the media on which the software program is recorded will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is limited to the media containing the software program originally provided by 3D Realms. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period.

To be eligible for warranty protection, the original purchaser must fully complete and mail the Registration Card to 3D Realms within thirty (30) days of purchase. (If the product was purchased directly from 3D Realms through mail order, the product was automatically registered.) Failure to send in a completed Registration Card will result in the loss of your warranty protection. 3D Realms reserves the exclusive right to determine warranty eligibility.

If the media is found defective within ninety (90) days from original purchase, 3D Realms will replace the item(s) free of charge. After the warranty period, replacement disks will be issued for a nominal fee.

EXCEPT AS SET FORTH ABOVE, THE PRODUCT IS PROVIDED "AS-IS", AND NO WARRANTIES OF ANY KIND (INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE), EXPRESS OR IMPLIED, ARE MADE AS TO IT OR ANY MEDIUM IT MAY BE ON. OUR ENTIRE LIABILITY AND YOUR EXCLUSIVE REMEDY IS SUCH REPLACEMENT, AND UNDER NO CIRCUMSTANCES WILL WE PROVIDE ANY OTHER REMEDY FOR DIRECT, INDIRECT, SPECIAL, CONSEQUENTIAL, PUNITIVE, INCIDENTAL OR OTHER DAMAGES ARISING FROM IT, INCLUDING SUCH FROM NEGLIGENCE, STRICT LIABILITY, OR BREACH OF WARRANTY OR CONTRACT, EVEN AFTER NOTICE OF THE POSSIBILITY OF SUCH DAMAGES. Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so this may not apply to buyers of the Program. This gives you specific legal rights, and you may also have other rights which vary from state to state.

To receive a replacement:

1. Contact 3D Realms Customer Support Department at **(214) 278-5655** and request a Return Authorization Number (RA#). Customer Support may be reached between the hours of 8:00 a.m. to 6:00 p.m., Monday through Friday. Items received without an RA# will be returned to the sender without consideration.
2. Place the original product media, a photocopy of your dated purchase receipt, and your name and address in protective packaging. If requesting a non-warranty replacement, also include a check or money order in the amount of $12.00 ($13.00 for Canada and Mexico; $15.00 for all other countries). Only funds which are payable in U.S. dollars and drawn against a U.S. bank will be accepted.
3. Clearly print the RA# on the outside of the packaging and return by certified mail or by other suitable means of postage prepaid shipping in which tracking is possible to: **Duke Nukem 3D** Replacement, **3D Realms Entertainment, P.O. Box 496419, Garland, TX 75049**.

DO YOU REQUIRE TECHNICAL ASSISTANCE?

You are welcome to contact our Technical Support Department for any assistance required. Technical support may be received by calling **(214) 278-5655**, Monday through Friday, between 8:00 a.m. and 6:00 p.m., Central Standard Time. Or fax us at **(214) 278-4670**, 24 hours a day. If you prefer to write, send correspondence to:

3D Realms Entertainment
Technical Support / Game Hints Department
P.O. Box 496419
Garland, TX 75049-6389

To assist us in providing you with faster service, please be at your computer system when you make the call. Written inquires should include your system type and accessories, and printed copies of your CONFIG.SYS and AUTOEXEC.BAT files.

There is a file included with the **Duke Nukem 3D** CD which contains detailed technical support information. This file is named DN3DHELP.EXE. If you are having difficulty running **Duke Nukem 3D** once it has been installed, please consult this file before you call 3D Realms Entertainment. The file contains solutions to the most commonly encountered problems of our customers, as well as changes and additions that were not available at the time of the printing of this manual.

CHEAT CODES

If you are really getting your butt kicked and need some help, type:

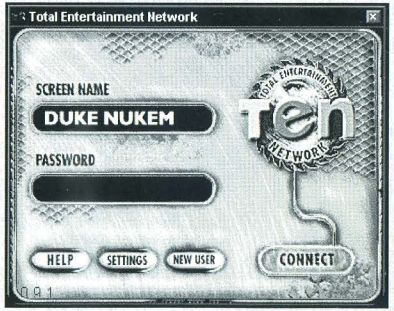
DNKROZ / DNCORNHOLIO - GOD mode.
DNSTUFF - All weapons, keys and extra ammo.
DNSCOTTY *Episode #* *Level ##* - Warp.
(example: DNSCOTTY105 - goes to episode 1, level 5)

TOTAL ENTERTAINMENT NETWORK

You don't have time to play with yourself.

Play **Duke Nukem 3D** on the Internet with gamers across the country on the **Total Entertainment Network**. TEN is the premier consumer network for gaming on the Internet. Want to know more? Check out TEN's web page at http://www.ten.net. Call TEN at 1-(800)-8040-TEN or e-mail them at questions@ten.net.

To get started: Select "TEN Game" from the Main Menu in Setup. This will install TEN on your machine and allow you to login to TEN. All subsequent games on TEN can either be launched from Setup or from the TEN icon under Windows '95. For the latest updates and changes regarding playing **Duke Nukem 3D** on TEN, check out TEN's web page.



Save Game

To play Duke on TEN, you'll need:
Windows '95, a Pentium 60MHz,
8 Mb RAM (16 Mb recommended),
a VLB or PCI SVGA card and a 14.4 modem.

If you have problems: 3D Realms should not be contacted in regards to problems encountered while playing **Duke Nukem 3D** on TEN, instead call TEN technical support directly at 1-(800)-8040-TEN.

WHERE TO FIND US ONLINE

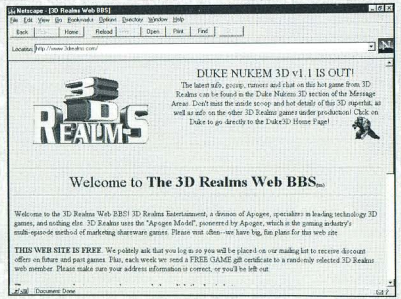
CompuServe
Go "Realms"

America Online
Keyword "3D Realms"

Internet/Web Site
http://www.3drealms.com

Software Creations Web BBS
http://www.swcbbs.com

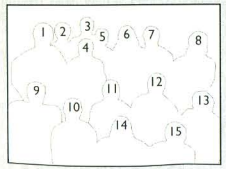
Visit 3D Realms Entertainment on the World Wide Web today! Reachable with your WWW browser, the 3D Realms Web BBS is more than a web page, more than a web site, it's a Web BBS! Get the latest information on the hottest new games from 3D Realms and Apogee Software, Ltd! You'll also find message bases, file areas containing all our latest games, patches, and user submitted files as well! Don't forget to take a look at our "Live Shot" spy camera. It's hooked up to one of our development computers; you'll get to see screen shots of our upcoming games! All of this and a whole lot more is available to you right now for FREE on our Web BBS, which is reachable at http://www.3drealms.com!



WEB Screen

DUKE TEAM ("Thank you for buying *Duke Nukem 3D*!")

This legend is for the Duke team photo on the back cover.



1. Greg Malone **2.** Stephen Hornback **3.** James Storey
4. Todd Replogle **5.** Allen Blum **6.** David Demaret
7. George Broussard **8.** Jim Dose' **9.** Duke Nukem
10. Doug Wood **11.** Dirk A. Jones **12.** Mark Dochtermann
13. Lee Jackson **14.** Richard Gray **15.** Chuck Jones

Not Pictured: Robert M. Atkins, Michael Hadwin, Bobby Prince, and Ken Silverman

DUKE TEAM

3D REALMS™

REALITY IS OUR GAME.™

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